

# Conférence CESSS



## L'AFD et le jeu LandRush *Apprendre en s'amusant*

18/11/14

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## PROGRAMME

1. Le jeu : son fonctionnement, ses objectifs
2. Apports de l'AFD
3. Développements en cours et à venir

# Le jeu

**Le jeu : son fonctionnement, ses objectifs**



# Parcours



An Ansoms



Klara Claessens



Okke Bogaerts



Sara Geenen

The background image shows a game board with a grid of squares, each containing a different agricultural icon (e.g., wheat, corn, soybeans, a tractor, a cow). Several small, rectangular cards with icons are scattered around the board. A hand is visible in the top right corner, placing a card on the board. The text is overlaid on the top right of the image.

**Objectif d'apprentissage:** Analyser de façon critique les enjeux de différents types de paysans dans la compétition foncière, face aux dynamiques agraires du monde contemporain

**Éléments du jeu:**

- 4 à 5 participants 'paysans' de classes différentes
- 3 cultures potentielles
- Exercice coût – bénéfice
- Variations saisonnières, dynamiques de marché, compétition pour la terre
- Évènements inattendus qui changent les enjeux
- Surtout: flexibilité de règles – ça s'invente sur place
- Négociations entre joueurs détermine tout
- Place pour des rationalités et finalités non-économiques



# Message 1: Max profit vs Min risques



# Message 1:

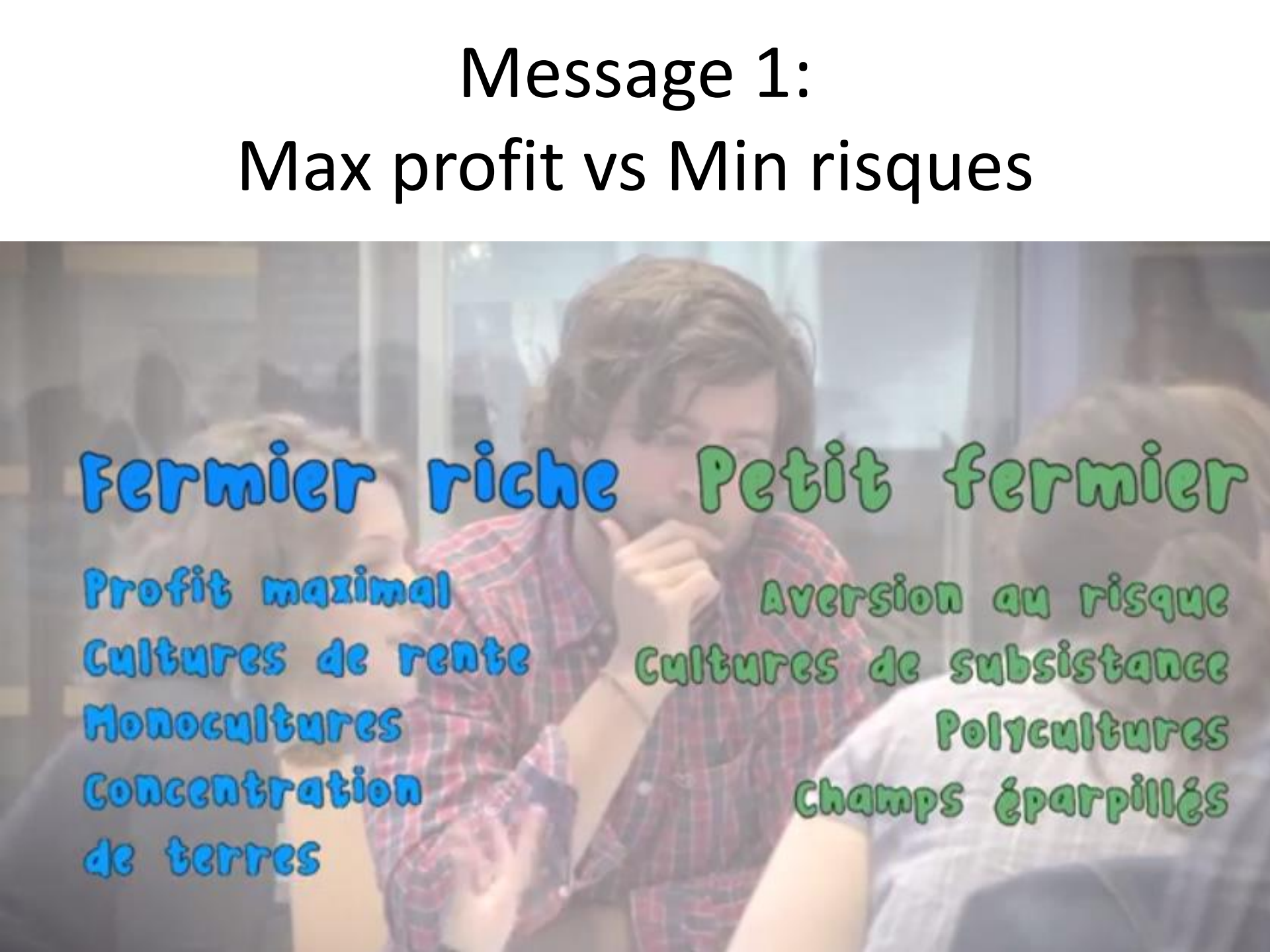
## Max profit vs Min risques





# Message 1:

## Max profit vs Min risques



**Fermier riche**      **Petit fermier**

Profit maximal  
Cultures de rente  
Monocultures  
Concentration  
de terres

Aversion au risque  
Cultures de subsistance  
Polycultures  
Champs éparpillés



# Message 1:

## Max profit vs Min risques

Fermier riche      Petit fermier

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Concentration  
de terres

Aversion au risque ?  
Cultures de subsistance  
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**IGNORANCE ?**

# Message 1:

## Max profit vs Min risques

Fermier riche

Profit maximal

Cultures de céréales

Monoculture

Contrats de

de terres

MAXIMISATION  
DES PROFITS

Petit fermier

Aversion au risque

Cultures de subsistance

polycultures

terres éparpillées

GESTION  
DES RISQUES

# Message 1:

## Max profit vs Min risques





# Message 2: Pluralisme juridique



## Pluralisme juridique

Lois formelles

Normes coutumières

Arrangements informels

Dynamiques de réciprocité



# Message 3: Négociations - pouvoir



# Accélération

## 1 – Financement



## 2 – Collaborations



# Apports de l'AFD



# AFD Présentation



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LE GRAPHISME,  
L'ILLUSTRATION  
& LE MULTIMÉDIA  
POUR

01








LA FORMATION

02

LA COOPÉRATION

03

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UCL UNIVERSITAIRE ET SOLIDAIRE 



# AFD Présentation

## **Une opération win, win et win !**

Vous nous commandez une réalisation ... et vous nous aidez de la sorte à atteindre nos objectifs sociétaux.

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- Vous êtes l'énergie qui nous permet de faire fonctionner le modèle mis en place et d'atteindre nos objectifs sociétaux

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### ➤ **Ils sont comblés :**

- Les publics cibles de l'AFD (populations défavorisées du Sud et étudiants de l'UCL) bénéficient de ce montage :
  - ✓ Nous pouvons financer – en partie grâce à vous – nos projets au Sud
  - ✓ Nos étudiants de l'UCL – et les étudiants du Sud – bénéficient des outils de formation mis en place avec l'appui de l'AFD.



# AFD Présentation

**Une petite vidéo de présentation en Stop Motion !**  
(Succession de photos).

Site web : <http://www.afd.be/#videoContent>

Dossier : [présentation AFD](#)

# Apports de l'AFD

## Relookage du logo et plateau



# Apports de l'AFD








## Illustrations

Cartes « joueurs », « cultures », « évènements », « niveaux », argent.



# Apports de l'AFD

## Tableau Coûts - Recettes

 landrush	Phase initiale		Après les événements									
	Coût	Retour	Marché		Mine		Investisseur privé		Coopérative		Maladie	
			Coût	Retour	Coût	Retour	Coût **	Retour	Coût	Retour	Coût	Retour
 récolte	2	1	4	2	10	6	-	1	2	1	2	1
 récolte	4	2	8	4	10	6	-	1	4	2	2	1
 récolte	6	3	12	6	10	6	-	3	6	3	2	1
 mise à niv.		4		4		4		-		4*		-
 mise à niv.		5		5		5		-		5*		-
 mise à niv.		6		6		6		-		6*		-

\* Retour collectif pour tous les joueurs qui sont membres de la coopérative.

\*\* Acheter des terres dans cette zone n'est plus possible.



# Apports de l'AFD

## MEP Règles de jeu



### RULES OF THE GAME

#### Overall principles of the game

You are a farmer of a particular social class (rich, middle class, poor). The purpose of the game is to acquire wealth: the player who succeeds in obtaining the most land and making the most money over the course of ten farming seasons ultimately wins the game.

In each season, you roll the dice. Depending on what you roll, you may buy property and plant crops (cassava, tomatoes, or oil palms) in any of four zones, provided that you have sufficient money. You might also choose to upgrade the value of your land by replacing cheap crops with more expensive ones, or by playing 'upgrade cards' after acquiring adjacent plots planted with the same crop. At the end of each season, you receive an income based on your land possessions, crop types and upgrades, and you must pay a cost to carry on your operations over the next season. Also take into account that your land rights are never secure.

After five seasons, an event takes place in each of the four zones. These events will have a profound impact over the next five seasons on whoever owns land in the affected zone.

The ultimate goal of the game for all players is to acquire as much money and land as possible. It will become apparent that the poorer and middle-class players are at a comparative disadvantage. So depending on the class you belong to, you will need to adopt different strategies in order to thrive or even to survive.

Construct the playing board in this way :



#### Setting up the game

- Place the playing board in the middle. Place one 'event card' face down on each of the zones, so that no-one knows which event will strike in which zone.
- Distribute the roles of the players randomly and allocate the appropriate starting capital :
  - ☆: rich - starting capital : 30\$
  - : middle class - starting capital : 15\$; takes up role of banker if 4 players
  - △ and □: poor - starting capital 5\$ each.
- Roll the dice to determine the playing order : whoever rolls highest plays first, thereafter turns are taken clockwise.

#### Acquiring and cultivating land

- Each turn begins with a roll of the dice. The rich player can roll both dice. The middle-class and poor players can only roll one, except if they own a factory (see infra).
- The number rolled determines how many plots you may buy. Prices dependent upon the crop type planted (see table).
  - You may choose to buy fewer plots than the number permitted by the roll of the dice.
  - You may acquire land in any of the four zones on the playing board. Claim your land by placing your symbol (star, circle, triangle or square) on plots in any of the four zones of the playing board. Place a crop card on top of your symbol.
- If you succeed in buying adjacent plots cultivated with the same crop type, you may upgrade your land.
  - Place a hoe on top of 4 adjacent plots.
  - Place a truck on top of 6 adjacent plots.
  - Place a factory on top of 8 adjacent plots.
  - Plots are considered as adjacent if they touch horizontally or vertically, but not diagonally; acquiring adjacent plots with different crop types does not entitle you to upgrade the land.
  - Crop types can however be changed you may choose to either upgrade a crop (by paying the additional cost) or to downgrade it (free).



#### Playing the game

- Taking turns buying land :** Roll the dice. Decide how much land to buy in any of the four zones, and plant it with a crop of your choice. Players take turns acquiring land in this way.
- Receiving returns for past season :** After each round of turns, the season ends and each player receives a return on investment from the bank (see table).
- Paying costs for next season :** Next, you must pay an exploitation cost for the next season. This cost is determined by the roll of a single die.
  - 1 = pay 1\$ for each cassava plot
  - 2 = pay 2\$ for each cassava plot
  - 3 = pay 2\$ for each tomato plot
  - 4 = pay 4\$ for each tomato plot
  - 5 = pay 3\$ for each palm plot
  - 6 = pay 6\$ for each palm plot
- You may now negotiate sales, purchases or exchanges of plots with the other players. The price is determined by mutual agreement.
- Reshuffle of land rights :** When all players have received their income and paid exploitation costs, you are confronted with the possibility of shifting land rights. This process is simulated by a roll of a single die.
  - 1 = if you are poor, you may move your own or another player's property on the playing board.
  - 2 = if you are middle class, you may move your own or another player's property on the playing board.
  - 3 = if you are middle class, you may grab a plot from another player and plant it with a crop of your choice at no cost.
  - 4 = if you are rich, you may move your own or another player's property on the playing board.
  - 5 = if you are rich, you may grab a plot from another player and plant it with a crop of your choice at no cost.
  - 6 = if you are rich, you may grab two plots from other players and plant them with crops of your choice at no cost.

#### Event cards



After 5 full seasons, the 'events' take place by turning around the respective event cards. Costs and returns may change accordingly (see table).

- Market :** The presence of a market upgrades the value of your land. Over the next five

rounds, costs and returns are double what they were during the first five rounds.

- Mine :** The presence of mineral resources upgrades the value of your land. Remove all crop types. Recheck whether without crops, you have additional adjacent plots and adapt your upgrades accordingly. Henceforth, you are entitled to a higher fixed return per plot. However, land also becomes more expensive to purchase.

- Private investor :** A private investor has moved in and has turned the entire zone into a large-scale oil palm plantation. Players can no longer acquire land in this zone. If you were already growing palm plots in the affected zone, you retain them and continue to generate revenue. If you were growing cassava or tomatoes in the affected zone, you receive a fixed salary per plot. Upgrades are removed.

- Cooperative :** If you are poor, you form a cooperative with the other poor player. Together, you earn upgrades for your accumulated common property, regardless of whether it is adjacent or not. Count the number of plots you have planted with a particular crop type in the entire zone (regardless of whether these plots are adjacent or not) and add upgrades accordingly. Decide on how you will share the joint revenue. Costs and returns of plots in this zone are unchanged.

- Disease :** A disease ruins the tomato and palm oil harvest. All previous upgrades are lost, and no further upgrades are possible. All crops now generate the same costs and returns.

- Flooding :** All property in the flooded zone is lost. Remove all cards and crops. The struggle over land in this zone starts from scratch, with unchanged costs and returns.

#### Negotiations

You can borrow or lend money to one another, negotiate to sell your turn to another player, buy or sell land from other players, and give plots of land for free to another player. Players may, at all time, strike deals over permanent or temporary forms of collaboration. Should any player be caught cheating, then the others may decide collectively on whether or not to impose a sanction.

#### Ending the game

The ultimate purpose of the game is to acquire as much land and money as possible. As will become apparent as the game progresses, this is significantly more difficult for the poor and middle-class players than for the rich player.



## Règles du jeu en animation vidéo

Afin d'illustrer clairement des règles qui peuvent de prime abord paraître complexes, une animation vidéo en Motion Design a été réalisée et reprend l'ensemble des graphismes réalisés pour le jeu. Ceux-ci prennent vie dans ce mode d'emploi animé.



**poor**



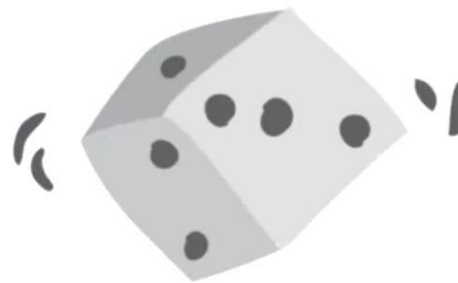
**middle class**



**poor**



**rich**



# Apports de l'AFD

## Site Internet du jeu

Une page simple, claire, accessible à tous et disponible pour toutes les connections internet du monde, voilà la ligne conductrice de site Landrush.

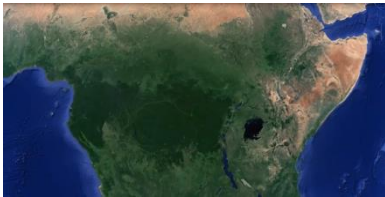


*Land Rush* is a game that simulates the complex reality of access to, and management of, natural resources in developing countries.

Over the past decade, developing countries have experienced an increased process of commercialisation of natural resources, and especially of land. This has lately been framed as the process of land grabbing: the acquisition of land by private and/or public investors with the aim of producing food crops, crops for biofuels or to provide land for growing urban areas. Next to foreign investors, local elites and influential groups may also join the scramble for land and natural resources. However, this does not have the same effects on everyone! Rural dwellers in Africa, Asia and Latin-America may be more or less poor and more or less powerful.

*Land Rush* plunges the gamer in a simulation of a rush for land and natural resources. Players take up the role of poor, middle-class or rich farmers. They compete for scarce natural resources. They make choices about crop and production techniques. And they face unforeseeable events with a positive or negative impact upon their livelihoods.

# Développements

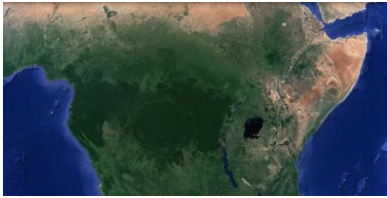


1. Retour en Afrique
2. Théâtre
3. MOOC
4. Jeu en ligne



# Développements

## Retour en Afrique





# Développements

## Théâtre





## MOOC



### Ressources naturelles et développement durable

Analyse des défis de développement durable liés à la ruée sur les ressources naturelles (terre, eau, ressources minières, forêts...).



School: **LouvainX**

Course Code: **Louv4x**

Classes Start: **9 Feb 2015**

Course Length: **9 weeks**

Estimated effort: **4 to 6 hours/week**

#### Prerequisites:

This course will be taught in French. Ce cours sera enseigné en français.

# Développements

## Jeu en ligne



Image courtesy Stuart Miles / freedigitalphotos.net

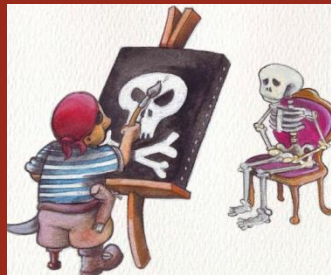
# Financements

## Financements



edX

 **AFD**  
APPUI A LA FORMATION ET AU DEVELOPPEMENT



# Merci !



CENTRE AUDIO-VISUEL



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